

## Stage #1

### Divisions: All

**Time: 2 minutes**

**Round Count: 10**

| Target          | Distance (yd) | Size (in) | MOA | MILS |
|-----------------|---------------|-----------|-----|------|
| Stegosaurus     | 25            | 1.75      | 6.7 | 1.94 |
| T-Rex           | 47            | 2.00      | 4.1 | 1.18 |
| Coyote (Vitals) | 58            | 3.75      | 6.2 | 1.80 |

#### Restrictions:

Bipods, bags, foam blocks are allowed.

Shooter may choose which positions from which to engage targets, one along outside steps and one from the interior cut-outs.

Dialing elevation, windage and parralax is allowed on the clock.

#### Points:

1 point per impact. If shooter times out, shots not taken will be scored as misses.

#### Start Position:

Standing, rifle at the high ready with all gear in hand, mag in, action open, safety engaged.

#### Description:

On the start signal, engage the targets with one shot each, in the following order and manner:

From the chosen outside step position position, engage each target with one shot each, near to far to near.

Next, from the chosen inside cut-out position, engage each target with one shot each, near to far to near.

#### Adaptive Recommendation:

For older/less mobile or where otherwise necessary, shooter may shoot from seated position rather than kneeling or prone.



## Stage #2

### Divisions: All

**Time: 2 minutes**

**Round Count: 10**

| Target          | Distance (yd) | Size (in) | MOA | MILS |
|-----------------|---------------|-----------|-----|------|
| Bobcat (Vitals) | 53            | 2.00      | 3.6 | 1.05 |
| Prairie Dog     | 67            | 4.75      | 6.8 | 1.97 |

#### Restrictions:

Bipods, bags, foam blocks are allowed.

Shooter may choose which two positions from which to engage targets, rungs cannot be repeated, do not stand on ladder rung.

Dialing elevation, windage and parralax is allowed on the clock.

#### Points:

1 point per impact. If shooter times out, shots not taken will be scored as misses.

#### Start Position:

Standing, rifle at the high ready with all gear in hand, mag in, action open, safety engaged.

#### Description:

On the start signal, engage the targets with one shot each, in the following order and manner:

From the first chosen (higher) step position, engage each target with three shots each, near to far.

From the second chosen (lower) step position, engage each target with two shots each, near to far.

#### Adaptive Recommendation:

For older/less mobile or where otherwise necessary, shooter may shoot from seated position rather than kneeling or prone.



## Stage #3

### Divisions: All

**Time: 2 minutes**

**Round Count: 8**

| Target           | Distance (yd) | Size (in) | MOA | MILS |
|------------------|---------------|-----------|-----|------|
| Know Your Limits | 50            | 2.00      | 3.8 | 1.11 |
|                  | 50            | 1.75      | 3.3 | 0.97 |
|                  | 50            | 1.50      | 2.9 | 0.83 |
|                  | 50            | 1.25      | 2.4 | 0.69 |
|                  | 50            | 1.00      | 1.9 | 0.56 |
|                  | 50            | 0.75      | 1.4 | 0.42 |
|                  | 50            | 0.50      | 1.0 | 0.28 |
|                  | 50            | 0.25      | 0.5 | 0.14 |

#### Restrictions:

Bipods, bags, foam blocks are allowed. Adjustable front rests are not allowed.  
Dialing elevation, windage and parralax is allowed on the clock.

#### Points:

1 point per impact. If shooter times out, shots not taken will be scored as misses.

#### Start Position:

Shooter may build position, mag in, action open, safety engaged.

#### Description:

On the start signal, engage the targets with one shot each, in the following order and manner:  
From the bench position, large to small, do not advance until impact is made at larger target.

#### Adaptive Recommendation:



## Stage #4

### Divisions: All

**Time: 2 minutes**

**Round Count: 12**

| Target | Distance (yd) | Size (in) | MOA | MILS |
|--------|---------------|-----------|-----|------|
| Gong   | 32            | 1.00      | 3.0 | 0.87 |
| Gong   | 42            | 1.50      | 3.4 | 0.99 |
| Gong   | 52            | 2.00      | 3.7 | 1.07 |

#### Restrictions:

Bipods, bags, foam blocks are allowed.

Dialing elevation, windage and parralax is allowed on the clock.

#### Points:

1 point per impact. If shooter times out, shots not taken will be scored as misses.

#### Start Position:

Standing, rifle at the high ready with all gear in hand, mag in, action open, safety engaged.

#### Description:

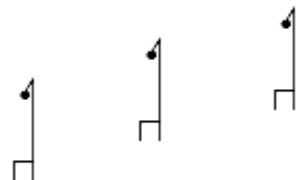
On the start signal, engage the targets with one shot each, in the following order and manner:

In any order, build a position from the top ends of the trap legs and engage the targets.

Lastly, from the cross section of the trap, build a position and engage the targets

#### Adaptive Recommendation:

For older/less mobile or where otherwise necessary, shooter may shoot from seated position rather than kneeling or prone.



## Stage #5

### Divisions: All

**Time: 2 minutes**

**Round Count: 10**

| Target          | Distance (yd) | Size (in) | MOA | MILS |
|-----------------|---------------|-----------|-----|------|
| Rabbit          | 66            | 4.25      | 6.2 | 1.79 |
| Gong            | 92            | 6.00      | 6.2 | 1.81 |
| Pigeon          | 66            | 2.50      | 3.6 | 1.05 |
| Turkey/Spinner  | 92            | 4.50      | 4.7 | 1.36 |
| Triceratops     | 125           | 2.88      | 2.2 | 0.64 |
| Chicken/Spinner | 92            | 2.75      | 2.9 | 0.83 |
| Triceratops     | 125           | 2.88      | 2.2 | 0.64 |
| Gong            | 181           | 4.00      | 2.1 | 0.61 |

#### Restrictions:

Bipods, bags, foam blocks are allowed. Adjustable front rests are not allowed.

Dialing elevation, windage and parralax is allowed on the clock.

#### Points:

1 point per impact. If shooter times out, shots not taken will be scored as misses.

#### Start Position:

Shooter may build position, mag in, action open, safety engaged.

#### Description:

On the start signal, from the bench position, engage the targets with two shots each, in the following order and manner:

Base Class- Engage near to far to near with two shots each, Pigeon,Turkey/Spinner, Triceratops, Turkey/Spinner, Pigeon.

Open Class- Engage near to far to near with two shots each, Chicken/Spinner,Triceratops, 4" Gong, Triceratops, Chicken/Spinner.

#### Adaptive Recommendation:

